Netrunner Rulings
v1.70

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This list was compiled primarily from rulings made on the Netrunner mailing list by representatives of Wizards of the Coast, including Marc Schmalz, JD Wiker, Wendy Wallace, Charles Keith-Stanley, and Tom Wylie. It also includes rulings made by Skipper Pickle, (Netrunner Netrep from 11/4/1997 to 12/15/1998). On 2/18/2000 Holger Janssen was named TRC Rules Sensei. You can subscribe to the mailing list by sending the following command to listserv@oracle.wizards.com

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The first section of this document deals with general rulings or common misconceptions. The second and third sections contain specific card rulings.

Cards are divided into Corporation and Runner cards and alphabetized within each of those sections. These are the most current rulings as of 03/11/2000.

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http://www.wizards.com/Netrunner/NRcRules.txt

While every effort has been made to ensure the accuracy and clarity of these rulings, their accuracy is not guaranteed and their clarity is yours to determine.

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GENERAL

Deck Construction

- The Runner deck must have a minimum of 45 cards (the v1.0 Rulebook mistakenly says 40 cards).

Central & Subsidiary Data Forts

- Ice is installed *ON* a data fort. Agenda, nodes, and upgrades are installed *IN* a data fort.
- A subsidiary data fort goes away if (and as soon as) there are no cards left in or on it. So even one piece of Ice will cause the data fort to stick around indefinitely.
- Counters of any kind, including Virus counters, are not sufficient to maintain a subsidiary data fort. When the last card in or on the fort is removed, the fort collapses, period. When that happens, the counters no longer exist.
- The deck of cards and the player's hand are considered to be 'stored' in R&D and HQ respectively; they are not installed cards and are immune to effects that target installed cards.
- Central data forts (HQ, R&D, and the Archives) always exist, even if there are no cards in them.

Ice & Icebreakers

- When the Runner passes a piece of Ice, the Ice remains in play; it must be passed every time the Runner runs on the fort.
- When Ice is trashed, any Ice that is outside of it moves in to fill the vacuum left by its predecessor.
- An Icebreaker that targets any of the Ice's keywords will work on that piece of Ice.
- If a piece of rezzed Ice is modified by some external effect, then derezzed, it will "remember" the modification if rezzed again. If it is uninstalled, however, the modifications are "forgotten."
- The Runner can break the subroutines on a piece of Ice in any order. When the Runner has completed this process, the unbroken subroutines take effect in the order they are printed on the card.
- The strength of Ice and Icebreakers can be negative.
- In general, you can only use an Icebreaker's abilities during an encounter with a piece of Ice,

This means that if at any point the Corp has 3 appropriate Socket counters, the Runner will be able to give the Pipe counter before the Corp can forgo actions to remove Virus counters (this is important if the Runner has Code Viral Cache installed).

Wilson, Weeflerunner Apprentice

- Wilson's ability allows you to make a run, not to use a prep card or the special function of another card.
- After declaring the end of his or her turn, the Runner cannot declare the use of the extra Wilson run in response to the Corp rezzing a card or using a special effect; the Runner gets to use special effects first, and the Corp gets to use them second.
- The action gained from Wilson, Weeflerunner Apprentice may be forgone to fulfill a penalty.

Wired Switchboard

- You can use Wired Switchboard even if you do not have a Base Link card in play (the Runner always starts with a base link of zero).

Wrecking Ball

- See Hammer for notes on Noisy cards.

Zetatech Software Installer

- ERRATA Should say, "Put [2] from the bank on Software Installer ..." and "If you use any of these bits, replace them from the bank at the start of your next turn."

ZZ22 Speed Chip

- ERRATA Should say, "If you use any of these bits, replace them from the bank...."

The Shell Traders

- ERRATA "A: Choose a program or hardware card from your hand. Set that card aside face up, and put a number of Shell counters on it equal to its installation cost. When the last Shell counter on that card has been removed, install that card, at no cost. [1]: Remove one Shell counter from a card. [Start of turn]: Remove one Shell counter from one card at the start of each of your turns."
- The removal of a Shell counter at the start of a turn is mandatory.
- When the last Shell counter is removed, the program or hardware must be installed.
- You can pay to remove Shell counters and install cards set aside by The Shell Traders in the middle of a run, whenever special effects may be used by the Runner. Remember that the Runner cannot react to the Corporation's rezzing of an ice card by using his or her own special effects.
- At the start of a turn, each copy of The Shell Traders can remove one counter from any one card that has them.
- If Shell Traders is removed from play, any cards with Shell counters on them remain 'in limbo' and can have their counters removed by subsequent copies of Shell Traders.
- "At no cost" means the regular bit cost of a card. If a card states that it has additional installation costs, you must pay them. If another card indicates that additional costs must be paid to install the card being processed by Shell Traders, you must pay that cost.
- If you remove the last counter from a program and don't have any free MU, you MUST overwrite an existing program.
- If you remove the last counter from a card that has additional costs to install and you have those resources, you MUST spend them and install the card.
- If you CANNOT pay the additional costs, you lose the opportunity to install that card, and it slips into limbo permanently; remove it from the game.
- You cannot activate Shell Traders in response to the Corp's trashing it.

The Springboard

- You have to use bits you haven't allocated in the trace/link auction.
- You can use The Springboard even if you do not have a Base Link card in play (the Runner always starts with a base link of zero).

Time to Collect

- Time to Collect can be used to prevent the trashing of a resource being trashed by Corporate Detective Agency, even if Time to Collect is also being trashed.
- If you use a Time to Collect to prevent a cost from being paid, you prevent that cost's effect from being played.

Total Genetic Retrofit

- If multiple Total Genetic Retrofits are played, their effects are cumulative (i.e., if you play two Retrofits, you avoid your next two tags).

Valu-Pak Software Bundle

- You get 5 actions and 1 bit, not 5 actions and 1 bit per action.
- You must use the actions you gain from Valu-Pak Software Bundle before any other action or forfeit them.
- The bit must be spent "during" one of the actions gained from Valu-Pak Software Bundle--you cannot use it on special effects that occur between those actions.

Vewy Vewy Quiet

- ERRATA Should say, "If you use any of these bits, replace them from the bank...."
- See Cloak for notes on Stealth cards.

Vienna 22

- For notes on Virus programs, see Boardwalk.
- The additional cards accessed do not include cards installed in HQ.

Viral Pipeline

- For notes on Virus programs, see Boardwalk.
- Forgoing an action due to a Pipe counter is a start-of-turn effect. A player may choose the order in which his or her start-of-turn effects occur. The Corp may forgo actions to remove Virus counters before forgoing actions to Pipe counters, and thus avoid the effects of Pipe counters.
- Remember that the Runner uses special effects first; then the Corp gets to use special effects.

and that piece of Ice must correspond to the type of subroutine that the Icebreaker can break. Any exceptions to this are noted in the individual Icebreaker's card text.

- Any effect that duplicates the subroutines on a piece of Ice only duplicates subroutines generated by the text on the card.
- Use the following procedure to compute the strength of a piece of ice when multiple effects can change it: 1)(Approach) Corp: Apply any text written on the piece of ice which modifies its strength. 2) Corp: Apply any other special effect which changes the strength of the ice. As always when multiple effects apply at the same time you choose the order of those effects. 3)(Encounter) Runner: Apply effects which modify the strength of the encountered piece of ice. 4) Runner: When you want to break any subroutines on this piece of ice increase the strength of your icebreaker if necessary.

Tracing

- The corp can successfully trace with an investment of zero bits. After all, if trace and link are equal, the trace is successful. If you don't have a link card out, you're stuck at a link of zero.
- You may only use one Base Link card per trace attempt. You cannot use parts of two. You can use as many other non-Base Link cards to increase your link as you like.
- Both players have a right to know the number of bits in the other player's bit pool at any time (see "Public Knowledge").
- You can use a Hidden Resource to pay for a trace. You don't have to reveal the Hidden Resource until each player has revealed the amount he or she is spending. Thus, you might actually note an amount greater than the amount in your bit pool.

Taking Actions and Playing Cards

- You cannot combine actions by playing a card that says make a run and gain some benefit at the same time that you use an installed card's special effect to gain a different benefit.
- If a card tells you to make a run (or do anything else that normally requires an action), anything the card tells you to do is included in action of playing the card; you do not have to take an additional action to make that run, unless the card specifies otherwise.
- Preps and Operations are assumed to be trashed before their effects occur. This is the order 1) pay for the card and make all decisions; 2) put the card in the Trash/Archives; 3) execute the card instructions.

Stealth and Noise

- You do not have to have Stealth cards in play in order to use Noisy cards.

Card Effects

- Either player can use special effects during the same times the Corp can rez cards. However, if the effect requires a cost of one or more actions, it can only be used during that player's turn.
- If the Corp and the Runner can both perform functions (the Corp rezzing a card, or the Runner using a card effect, for example) at the same time, the Runner always gets the first opportunity to perform any functions he or she likes, and then the Corp performs any of its functions.
- If a player has multiple effects to process at any given time (e.g., start of turn, end of turn, start of run, end of run), that player chooses the order in which the effects are processed. Thus the Corp could rez a Holovid Campaign at the start of his or her turn, then gain a bit from that Holovid Campaign at the start of that turn.
- When card effect A prohibits an effect of type B, the blanket prohibition always takes precedence, and effect B does not happen (even if a card "forces" you to do it).
- If an effect targets multiple cards, all decisions are made regarding those targets before the effect is resolved (e.g., if the Runner plays Hunt Club BBS, all of the cards to be exposed are chosen before they are exposed)
- If an effect generates multiple consequences, those consequences are processed in the order they appear on the card.

Trashing Cards

- Only cards with a trash cost (nodes and upgrades) can be usually be trashed. These are the cards with the trashcan in the lower right corner. If you pay that number of bits, you can

trash the card instead of watching it go right back to where you got it.
- If a player's effect trashes a one or more of a particular card type, that player chooses which specific cards are trashed, unless the effect indicates otherwise. For example, if an Ice subroutine trashes a program, the Corp chooses which program is trashed. That player also chooses the order in which the cards are trashed. In the case of an effect that trashes multiple cards, all of the cards are trashed (resolving the trashing effect), then the consequences of the trashing are dealt with.
- When the Runner accesses a card, that card's effect, if any, takes effect before the Runner has an opportunity to trash it.
- When the Runner trashes cards in a fort, all of the trashing happens simultaneously; there is no "sequence" to the trashing that occurs at the end of a run.
- If the Runner is tagged, the Corp may trash a Hidden Resource in the same way that it can trash any other resource.
- If the Runner manages to trash an installed agenda with advancement counters on it, those advancement counters are lost.

Archives/Trash
- Anytime a Corp card that the Runner has seen goes to the Archives it goes to the face-up stack.
- Any card that goes to the Archives that has not been seen by the Runner goes to the face-down pile.
- No rearrangement of the Trash or Archives is allowed, except as specified by the rules or a card effect.
- The Corp may look through the Runner's trash at any time; the Runner may look through the face-up cards in the Corp's Archives at any time. When players recover a card from respective discard piles, it is common courtesy to show the opponent which card they are retrieving.

Dealing & Taking Damage
- Each subroutine is a separate source of damage. For instance, if three subroutines on a single piece of Ice do 1 brain damage each, the Runner must take or prevent each 1 separately, rather than taking (or preventing) 3 brain damage all at once.
- Each source of damage must be dealt with separately and immediately. Let's say you're using Blink to break through Cortical Scrub. You roll a 3 attempting to break the "Do 1 brain damage" subroutine. You must immediately deal with the 3 Net damage from Blink. Assuming you survive, you then attempt to break the "End the run" subroutine. You roll a 1; you take 1 Net damage from Blink. Now you take the consequences of the unbroken subroutines 1 brain damage and an ended run.
- Cards that go to the trash as the result of damage are chosen randomly, and they go to the trash in the order in which they were randomly chosen.

Discarding
- You only check your hand size at the end of your turn. If your hand size is reduced, you are not forced to automatically discard.
- You only discard down to your maximum hand size at the end of your turn. If your hand size becomes less than zero, but you still have cards in your hand, you have until the end of your turn to get your hand size up to zero, or you will flatline at the end of the turn.
- You cannot end your turn with more cards than allowed by your maximum hand size. Although the automatic draw at the start of the Corp's turn is a start-of-turn effect, discarding isn't an end-of-turn effect, so it doesn't fit into timing. It's just the last thing you do during your turn. Check for a discard after all 'end of turn' effects.
- Hand size can be negative, but when it is negative, it is treated as 0 for all purposes except raising them back up again. So if a Corp gets really slammed with Gremlins, it has to do a lot of work (or forgo actions) to get its hand size above 0 again, but it doesn't lose. The same applies to the Runner though he has to survive flatlining at the end of his turn because he has to discard more cards than he can.

Viruses & Forgoing Actions
- Virus counters are given only after a successful run is completed.
- As soon as the Corp declares three actions forgone, all Virus counters given to the Corp are removed.

effect "even when it is not installed" (e.g., Speed Trap or Doppelganger Antibody), it cannot be avoided with Speed Trap, since the Corp does not rez those cards; however, if they are installed, then the Corp does have to rez them for their punitive effects to take place, and thus Speed Trap can be successfully activated.

Startup Immolator
- ERRATA Should say, "Use this ability after passing that piece of ice, if you broke all the subroutines of that ice."
- You cannot use Startup Immolator after using Dropp to break the subroutines of a piece of ice because Dropp ends the run before the Runner can choose to use Startup Immolator.
- If you use Joan of Arc to prevent the trashing of Startup Immolator, the piece of ice will not be trashed.
- You can only use Startup Immolator during a run.
- Ice with no subroutines on it (e.g., Hunting Pack as the only ice on a fort) can be considered to have had all of its subroutines broken.

Subliminal Corruption
- It's not legal to trash something that's already in the Archives, so you can't give the Corp bad publicity for advertisements that are already in the Archives.

Submarine Uplink
- ERRATA Should say, "Submarine Uplink ends your run after the current encounter."
- See Access through Alpha for notes on base links.
- If you use Submarine Uplink, the run isn't over until the encounter with the current piece of ice ends. You still have to deal with all the other subroutines on the ice. Whether you successfully pass the ice depends on what happens with the rest of the subroutines, (i.e., using the Uplink doesn't stop you from having an encounter end in "successfully passed," but doesn't automatically mean that, either).

Succubus
- See Afreet for notes on Daemons.

Sunburst Cranial Interface
- See Cloak for notes on Stealth cards.

Superglue
- You cannot use Superglue to derez the ice after using Dropp to break the subroutines on that ice. We should have used the Disintegrate template rather than the old Dropp one. Treat like Dropp and Disintegrate.

Swiss Bank Account
- Using each Swiss Bank Account is a separate effect, and that effect must be completely resolved before any other effect can take place.
- You can use Swiss Bank Account to pay for installation costs.
- When using Swiss Bank Account to install a card or pay for an effect, follow this sequence 1) announce the card/effect; 2) pay the price (this is when you trash Swiss Bank Account); 3) place the card in the trash/archives; 4) perform the effect.
- "You may use this ability whenever..." means you can use Swiss Bank Account at the specified times in addition to the normal times that special effects can be used.

Synchronized Attack on HQ
- Each card for which the Corp pays 2 bits is no longer available to be discarded. Essentially, effects that force the Corp's discards to be random (e.g., Cockroach) are worthless when combined with Synchronized Attack.
- ERRATA Should say, “For each card stored in HQ, Corp either pays[2] or discards that card.”

Taxman
- For notes on Virus programs, see Boardwalk.

Techtronica™ Utility Suit
- ERRATA Should say, "Put [5] from the bank on Techtronica Utility Suit ..." and "If you use any of these bits, replace them from the bank at the start of your next turn." Should say "Prevents up to 1 meat damage each turn"
- These bits cannot be used for SETTING a base link--only for using effects that modify a base link (e.g., these bits could not be used to pay for Access through Alpha, since Alpha only sets a base link, but does not allow you to increase your link).

The Deck
- See Access through Alpha for notes on base links.

Rush Hour

- The additional cards accessed do not include cards installed in R&D.

Scaldan

- For notes on Virus programs, see Boardwalk.
- Each Scaldan counter generates a separate start-of-turn effect, so the Corp may forgo actions between die rolls.

Scatter Shot

- ERRATA Should say, "If you use any of these bits, replace them from the bank at the start of your next turn."

SeeYa

- Cards in the draw pile of R&D, the HQ hand, and the Archives are not installed.

Self-Modifying Code

- ERRATA Should say, "You may use this ability during an encounter with a piece of ice."
- You must pay the program's installation cost.
- If you can't install the program, it remains in your stack (unlike other search cards, it never states, "bring it into your hand"); note that MU will never prohibit you from installing a program, but sometimes you'll have to trash something else in play to do so.

Senatorial Field Trip

- If the ice is not rezzed, Senatorial Field Trip has no effect.

Shredder Uplink Protocol

- With Shredder Uplink Protocol, you access upgrades in HQ.
- Note that you are treating the run as a successful run on HQ for all intents and purposes, not simply accessing cards stored in HQ.

Signpost

- You have to use bits you haven't allocated in the trace/link auction.
- You can use Signpost even if you do not have a Base Link card in play (the Runner always starts with a base link of zero).

Skivviss

- For notes on Virus programs, see Boardwalk.
- Being required to draw additional cards via Skivviss, does not use up any of the Corp's normal 3 actions per turn; it is a start-of-turn effect.

Skullcap

- Each card accessed that deals damage is a separate effect. If you access 10 cards from R&D and they're all Setup!s, you'll have to deal with each Setup! as a separate effect.

Smarteye

- If some effect prevents you from jacking out (e.g., Jack Attack), you lose the ability granted by Smarteye to jack out early.
- The Corp can use Omni Kismet, Ph.D to switch the exposed ice for a piece of concealed ice, which the Runner cannot expose (since he or she no longer has the opportunity to use special effects before the ice is rezzed).

Smith's Pawnshop

- You may only use Smith's Pawnshop's ability once per turn.

Sneak Preview

- If you use Sneak Preview to install a program, then later trash that program, it will not return to your hand. If the program ends up on a Microtech Backup Drive, or leaves play for any other reason, it won't return to your hand.

Social Engineering

- The Corp has the right to count the Runner's bits before the effect starts, but not once the guessing game begins.
- You must encounter a piece of ice before you pass it. If the Runner chooses an unrezzed piece of ice, the Corp has a chance to rez that ice.
- Social Engineering only allows you to pass that piece of ice one time during that run.

Speed Trap

- The run is considered successful if the Runner activates Speed Trap after passing the last piece of ice on the fort, but the Runner does not access cards.
- You can only activate Speed Trap in response to the Corp rezzing an upgrade or a node. Ambush agenda (e.g., Marked Accounts) cannot be avoided with Speed Trap. Virus Test Site does not have to be rezzed, even if it is installed, so Speed Trap doesn't work against it. When the Runner accesses other Ambush nodes from R&D or HQ and the node specifies that it takes

- The Corp's mandatory draw is NOT an action. The Corp still draws a card at the beginning of each Corp turn, even if the Corp has foregone all of the actions for that turn.
- Virus counters remain in play even if the program that gave them is uninstalled.
- You can remove virus counters (and be forced to forgo your next three actions) any time you can rez a card.
- Forgoing actions to remove virus counters is cumulative if you forgo your next three actions to remove viruses, and forgo another three before you've paid the penalty for the first removal, you will forgo six consecutive actions.
- If the player is forced to forgo actions, actions dedicated to a specific purpose (e.g., Wilson, Weeflerunner Apprentice) can be used to fulfill the penalty.

Cumulative Effects

- Unless the card text indicates otherwise, a card referring to itself (e.g., Broker) refers only to that specific card, not to the other versions of that card that are also in play.

Gaining Actions

- You can only take actions during your own turn. Neither player can use effects to gain actions during the other player's turn.
- When an effect gives you an extra action, you gain that action immediately, even if you gained the action as a result of rezzing something after the last action of your turn.
- When a card states that you will get an extra action per turn, you must declare when you use it. If the card is trashed during the Corp's turn and the Corp has not declared that it had used the extra action, the extra action is lost.
- You must use all of your actions, if possible. You may not gain an action that you can neither use nor forgo, unless a card's text says otherwise.

Paying Costs

- You cannot spend resources you don't have. If you have 0 agenda points, and you are required to spend 1 or more agenda points to activate an effect, you cannot activate the effect; another good example of this is South African Mining Corp, which requires you to spend 3 actions to gain 6 bits if you don't have 3 actions immediately available to you, you can't gain the 6 bits.

Accessing Cards

- Unless a node specifically says otherwise, if it is installed, it must be rezzed in order to take effect. Of all the nodes and upgrades in v1.0 and Proteus, only Virus Test Site has any effect when the Runner accesses it while it is both installed AND unrezzed (it does 1--and only 1--Net damage to the Runner, regardless of the number of advancement counters on it).
- The Runner chooses the order in which he or she will access cards, including any draws or face-down cards as well. That's the order in which they affect the Runner. If the Runner survives accessing all the cards there, the Runner can then score agenda and pay to trash nodes and upgrades. The effect of each accessed card must be dealt with separately and immediately, before accessing the next card.
- If you are accessing multiple cards from HQ, you can choose the order in which you take picks, and intermingle them with accessing upgrades as you wish.
- If you are accessing multiple cards from R&D, you can choose the order in which you take draws from the top of R&D, and intermingle them with accessing upgrades as you wish; you cannot alter the order in which you draw cards from the top of R&D.
- If you are accessing cards from the Archives, you take all the cards in the face-down pile and put them in the face-up pile, then access them one at a time, working down the pile. You can intermingle accessing cards in the Archives with accessing upgrades as you wish.
- When the Runner accesses cards stored in HQ, the Corp always has the right to know which cards were accessed.

Advancing Cards & Scoring Agenda

- An agenda must be installed before it can be scored, even if it has an effective difficulty of 0.
- It is legal to advance an agenda beyond its difficulty.
- "Advancing a card" is spending an action and a bit to add an advancement counter to one of

your installed cards that can be advanced. "Advancing a card" is simply one of several methods of adding an advancement counters to a card.
- Unless a card effect prevents it, the Runner must score any agenda accessed; if an additional cost must be paid and the Runner does not pay it, the agenda is not scored and returns to the fort from which it was accessed.

Installing Programs
- Once a program is installed in one location, you cannot voluntarily move it around to another location (e.g., a program installed in regular MU cannot be moved to a Daemon without removing the program from play first).
- MU will never prohibit you from installing a program, but sometimes you'll have to trash something else in play to do so.

Prevention Effects
- A prevention effect essentially occurs "before" the effect it is preventing.
- You can't use prevention effects unless you have something to prevent (e.g., Emergency Self-Construct can only be triggered when you flatline) Any prevention effect on a card is also a condition of play for that card.
- If you prevent a cost from being paid, you prevent that cost's effect from being played. So, for instance, if you activate a Lockjaw by trashing it, but use Umbrella Policy to prevent the Lockjaw from being trashed, your Lockjaw will be saved and your Umbrella Policy will be gone, but you will not be able to give any icebreaker a benefit of +2 strength.

Making Runs and Jacking Out
- Unless a card effect says otherwise, there is no opportunity for the Runner to jack out between the start of a run and the encounter with the first piece of Ice.

Voluntary Effects
- You cannot reveal one of your own cards just because you want to do so. You must have a reason--a card or game effect--to reveal it.
- You cannot voluntarily trash, or otherwise uninstall, an installed card unless a game effect specifically allows you to do so.

Public Knowledge
- Players have a right to know following information about their opponents at any time the number of bits in the opponent's bit pool, the number of cards in the opponent's hand, the number of cards remaining in the opponent's draw pile, the number of cards in the opponent's discard pile, the number of tokens/counters on any card that implements tokens/counters.
- The Runner knows the following about face-down cards in a subsidiary data fort how many cards are in the fort, how many advancement counters are on each card, and what order the cards went into the fort; thus, if the Runner played Hunt Club BBS, the Corp would not be allowed to shuffle cards around inside a single data fort. This prevents having advancement counters end up on a card that didn't previously have them, which would be "unsportsmanlike conduct."

CORPORATION

Aardvark
- Note that the card text explicitly breaks the rules by allowing you to rez this card in response to an action of the Runner's, namely using a worm.
- As with other "you cannot do this" effects, the Runner is flatly prohibited from using worms during runs on that fort, even if the worm would normally require the Runner to use it during that run.

AI Chief Financial Officer
- Though the card text is not specific, you shuffle into R&D all of the cards stored in HQ and the Archives.

Artificial Security Directors
- If the difficulty of an agenda is reduced to zero or less, it must still be installed to be scored.
- Scoring multiple Artificial Security Directors produces a cumulative effect (i.e., scoring two will reduce the difficulty of Black Ops agendas by 2).

Ball and Chain
- If the Corp subsequently rezzes a piece of ice, and the Runner refuses to pay the 2 bits, the Runner is not affected by the subroutines on that piece of ice.

base link, but does not allow you to increase your link).

Poltergeist
- ERRATA Should say, "Put [2] from the bank on Poltergeist ..." and "If you use any of these bits, replace them from the bank at the start of your next turn."

Pox
- For notes on Virus programs, see Boardwalk.
- Counters of any kind, including virus counters, are not sufficient to maintain a subsidiary data fort. When the last card in or on the fort is removed, the fort collapses. When that happens, the counters no longer exist.

Prearranged Drop
- The bits are gained as soon as the agenda is accessed, so the Runner can use these bits to pay trash costs or pay costs for stealing agenda (e.g. Red Herrings).

Preying Mantis
- You have to declare each Preying Mantis one at a time, and at the end of the turn you take damage one at a time.
- The action gained from Preying Mantis may be forgone to fulfill a penalty.
- Netrunner operates on the 'destroying the source doesn't end the effect' principle. Choosing to use Preying Mantis launches an effect that does 2 things : immediate action-gain, delayed brain damage.

Promises, Promises
- The Runner scores the additional agenda point as soon as the agenda is accessed, but the Runner cannot win the game until after all cards in the fort are accessed and their effects dealt with.

Quest for Cattekin
- If you use a start-of-turn effect to trash Quest for Cattekin before activating it, you can't use it; if you roll for Quest, you deal with the results before you can trash it.
- The action gained from Quest for Cattekin may be forgone to fulfill a penalty.

R&D Interface
- Multiple R&D Interfaces provide cumulative effects.
- The additional cards accessed do not include cards installed in R&D.

R&D Mole
- Multiple R&D Moles provide cumulative effects.
- The additional cards accessed do not include cards installed in R&D.

Rabbit
- Note that Rabbit reduces the trace limit, not the trace, so Rabbit merely limits how much the Corp can spend. Barring other effects, the trace value will always be at least 0.

Ramming Piston
- See Hammer for notes on Noisy cards.

Raven Microcyb Eagle
- ERRATA Should say, "Prevents up to 1 Net damage each turn," and "If you use any of these bits, replace them from the bank at the start of your next turn."

Raven Microcyb Owl
- ERRATA Should say, "If you use any of these bits, replace them from the bank at the start of your next turn."
- See Cloak for notes on Stealth cards.

Remote Detonator
- In the case of a misdirected run, the ice trashed is the ice on the fort that was accessed (e.g., the Runner runs on Archives but accesses cards in HQ; the ice on HQ is trashed).

Rent-I-Con
- Each time you use the "break an ice subroutine" effect, a "trash Rent-I-Con at the end of the run" effect piggybacks with it. At the end of the run, all end-of-run effects are processed, one at a time. If you use Joan on the first one, it won't be there for the next one.

Ronin Around
- When City Surveillance is in play, you don't have to take a tag because Ronin Around doesn't say draw.
- Ronin Around can only expose installed cards.
- See N.E.T.O. for Rulings in costs.

Runner Sensei
- See Access through Alpha for notes on base links.

Microtech Backup Drive

- Cards placed on Microtech Backup Drive go faceup.
- A program that goes to a Microtech Backup Drive can be considered trashed and out of play.

Microtech 'Trode Set

- "Ignoring" a subroutine means that you don't even get a chance to break it, not that you just ignore its effect.

misc.for-sale

- misc.for-sale no longer has an erratum that inserts the word "successfully" before the word "trashed." But you still can't get bits from misc.for-sale if you use Joan of Arc to prevent programs from being trashed.

Mouse

- Cannot expose ice cards, which are installed on forts, not in forts.

Mystery Box

- Joan of Arc can prevent the trashing of Mystery Box, and the new program will still be installed.

N.E.T.O.

- When City Surveillance is in play, you don't have to take a tag because N.E.T.O. doesn't say draw.
- Referring to the rulebook on page 31 (« If a player can't meet the cost, or any other requirement stated on the card, to perform a function or play a card, the player cannot perform that function or play that card »), you must pay for the cards. If you cannot pay, you cannot take them into your hand.

Omnitech Wet Drive

- The MU vary dynamically and instantly. With MIT West Tier, the Runner's hand is 0 before he DRAWs 5 cards. The MU are 0 for an moment.

On the Fast Track

- If you trash cards that you don't see (cf. Death from Above), and you play On the Fast Track, you can ask the Corp if you trashed an Advertisement or Transactions card this turn, but you may not look at the cards or the Archives to verify this. If necessary, you can ask a third party to verify the Corp's answer.

Organ Donor

- Preps and Operations go to the trash after they're fully declared (i.e., after all decisions are made) but before they're resolved; Organ Donor goes into the trash before any cards are trashed from your hand.

Pandora's Deck

- ERRATA Should say, "If you use any of the bits, replace them from the bank at the start of your next turn."
- These bits cannot be used for SETTING a base link--only for using effects that modify a base link (e.g., these bits could not be used to pay for Access through Alpha, since Alpha only sets a base link, but does not allow you to increase your link).

Pattel's Virus

- For notes on Virus programs, see Boardwalk.
- You cannot use Pattel's Virus after using Dropp to break the subroutines of a piece of ice because Dropp ends the run before it can be considered successful.
- Read it like this "Whenever you make successful run, put ONE Pattel counter on ONE piece of ice that had all its subroutines broken during that run. Each Pattel counter on a piece of ice reduces its strength by 1."
- Ice with no subroutines on it (e.g., Hunting Pack as the only ice on a fort) can be considered to have had all of its subroutines broken.

Pile Driver

- See Hammer for notes on Noisy cards.
- Crystal Palace Station Grid will force you to pay an extra bit to break each subroutine on a piece of ice. Since you pay to break "up to four" subroutines at a time, you can choose to pay only for those subroutines you wish to break.

Pirate Broadcast

- You only get one chance to run each fort; if something (e.g., Siren) misdirects you away from a fort, you can't run it again.

PK-6089a

- ERRATA Should say, "If you use any of the bits, replace them from the bank at the start of your next turn."
- These bits cannot be used for SETTING a base link--only for using effects that modify a base link (e.g., these bits could not be used to pay for Access through Alpha, since Alpha only sets a

- You only encounter rezzed ice, so the decision on whether or not to pay is made after the Corp has rezzed the ice.

Bizarre Encryption Scheme

- ERRATA Reword as follows "Bizarre Encryption Scheme may only be installed in a subsidiary data fort. Runner does not score any agenda (or agendas) that he or she accesses from this fort; return the agenda to the fort instead. Runner scores the agenda at the start of his or her next turn if it is still in the fort."
- If you re-access Bizarre Encryption Scheme on a second run, the whole card text takes effect again and you can't score the agenda, but if you trash it, then run again, you can score the agenda.
- Under the errata, if the agenda leaves a Bizarrely-Encrypted fort, Bizarre Encryption Scheme loses track of the agenda, and the Runner does not score it.
- An agenda scored at the beginning of the Runner's turn in this way is considered neither stolen nor accessed. Thus, if the agenda is a Fetal AI, then, at the beginning of the Runner's next turn, the Runner will score the Fetal AI without any obligations--no Net damage, no 2 bits to pay.

Bug Zapper

- If Dr. Dreff forces the Runner to encounter Bug Zapper, the ice is not installed anywhere and therefore there is no ice "installed outside" it; Bug Zapper will do zero net damage.

Caryatid

- All rezzing bonuses and penalties are based on the card's keywords at the time the Corp rezzes it; rez it and then immediately change its keyword string.

Chester Mix

- This ability reduces additional costs imposed on installing the ice, such as by Jenny Jett or Restrictive Net Zoning.

City Surveillance

- When Crash Everett, Inventive Fixer is in play, you must take a tag or pay [1] for the additional card you draw.
- When using Ronin Around, you don't have to pay because Ronin Around doesn't say draw.
- Yes, we may interrupt the Runner's action to rez City Surveillance (e.g., if the Runner plays Jack 'n' Joe, we may rez City Surveillance to force the Runner to either take three tags or pay three bits or any combination thereof). The Runner cannot decide not to complete an action because City Surveillance is rezzed during that action. If the Runner draws a card without announcing that action, the Corp can still respond by rezzing City Surveillance; "the fact that the Runner isn't being talkative doesn't allow him to get away with drawing without CS being rezzed. "

Closed Accounts

- The Runner only loses bits in his or her bit pool; bits stored on installed cards are not affected.

Corporate Detective Agency

- If either one of the two resources is Time to Collect, the Runner can successfully use Time to Collect to prevent the trashing of the other resource.

Corporate Headhunters

- Note that while the first ability mimics brain damage, it is not actually brain damage, so ignores effects that would prevent, remove, or otherwise interact with brain damage.

Corporate Negotiating Center

- Multiple Corporate Negotiating Centers work independently of each other; process each one individually as a start-of-turn effect.

Corprunner's Shattered Remains

- ERRATA Should read, "When Runner accesses Shattered Remains, trash one piece...."

Cowboy Sysop

- Cowboy Sysop can uninstall itself.

Credit Blocks

- For notes on morphing ice, see Caryatid.

Crystal Palace Station Grid

- Since a Runner can use Pile Driver to break "up to four" subroutines on a piece of ice, the Runner may choose to pay the extra bit only for those subroutines he or she wishes to break.
- Under Dropp's corrected wording (0 Break all subroutines...) the Runner cannot choose to break only some of the subroutines on a piece of

ice. The additional one-bit payment must be made for all or none of the subroutines.

Cybertech Think Tank

- Though it is not explicit on the card, this ability is used after a source of meat damage is used, to increase the damage dealt by that source.

Data Fort Reclamation

- You may use additional bits from your bit pool to rez and install the cards.
- Note that you are not gaining actions in order to construct the data fort, but simply constructing it as a result of scoring Data Fort Reclamation. So this card does not supply actions you can forgo in order to get rid of virus counters, for example.

Data Masons

- This ability applies to any means of rezzing a piece of ice, not just the standard way of doing so; apply the Data Masons modification before implementing the rezzing effect (e.g., with a Data Masons in play, Olivia Salazar would rez ice for (X-1)/2).
- While the number of bits you pay to rez a piece of ice is reduced, its actual rez cost is considered unchanged. Thus, Startup Immolator must pay the normal rez cost, Dr. Dreff isn't helped out by this ability, and so on.

Data Sifters

- Note that this operation can be played regardless of how or why the Runner trashed the node(s).

Datacomb

- If an effect (e.g., Rio de Janeiro City Grid) ends the run after the Runner has passed Datacomb but before the Corp deals with the "pay or uninstall" effect, the Corp does not have to deal with the effect.

Digiconda

- Digiconda's strength can be modified by other effects, such as Antiquated Interface Routines.

Dog Pile

- If Dr. Dreff forces the Runner to encounter Dog Pile, the ice is not installed anywhere and therefore there is no ice "installed outside" it; Dog Pile will do zero net damage and will receive no bonuses to its strength from the number of layers of ice installed on the fort in which it is encountered.

Doppelganger Antibody

- If Doppelganger Antibody has been installed and is accessed from a subsidiary data fort, the Corp must rez it for it to take effect (as a result, the Runner may activate Speed Trap in response and escape its effects).
- You can pay the 2 bits only once each time the Runner accesses Doppelganger Antibody.
- Doppelganger counters are not removed when the Corp forgoes actions to remove Virus counters. According to R&D, the Corp viruses aren't removed when the Corp forgoes actions because that text isn't on the Corp virus cards.

Dr. Dreff

- ERRATA Dr. Dreff should say "Whenever the Runner passes the last piece of ice on this fort or declares a run on it when it has no ice,...." rather than referring to "successful runs."
- If the run is being made on a fort other than the one from which cards are to be accessed, Dreff may be used if he is installed in the fort on which the run is being made. If Dreff were installed in the fort from which cards are to be accessed, he could not be used. So if you want Dreff to defend you from Shredder Uplink Protocol, you need to install in him in the Archives; Dreff in HQ can't help you against Shredder.
- If an effect can remove the ice from play before Dreff trashes the ice (e.g., Marionette), Dreff loses track of the ice and does not trash it.
- When Dr. Dreff forces the Runner to encounter ice, that ice is not considered "rezzed" (e.g., the Corp could not gain 3 bits by having Dreff force the Runner to encounter Misleading Access Menus).
- Ice played via Dr. Dreff is not actually installed anywhere, so there's no such thing as other ice being "outside" it; for instance, if Dreff forces the Runner to encounter a Mastermind, the Mastermind will do zero brain damage and have a strength of zero (unless it is some other ice-strength modifier is in play), regardless of how many layers of ice are installed on this fort.
- The Runner never approaches the ice but goes straight to encountering it, so she doesn't have

then you access the second and lose the daemon anyway.

- If a single effect trashes multiple programs (e.g., Experimental AI) and Joan of Arc is chosen first, Joan can still prevent the trashing of the other programs; prevention effects can be activated prior to the consequences of the effect.
- If you trash one or more of your cards to gain a benefit, then use Joan of Arc to prevent the card(s) from being trashed, you do not gain the benefit (e.g., if you play misc.for-sale to trash programs and gain 3 bits for each program you trash, you can't use Joan to prevent the programs from being trashed, nor could you use Joan to keep an Emergency Self-Construct in play when you activate it).

Karl de Veres, Corporate Stooge

- ERRATA "Gain 1 bit after each successful run." The bit is gained as an "end-of-run" effect.

Kilroy Was Here

- You may trash agendas even if an effect prevents you from scoring those agendas (e.g., Red Herrings).

Liberated Savings Account

- Using each Liberated Savings Account is a separate effect, and that effect must be completely resolved before any other effect can take place.
- You can use Liberated Savings Account to pay for installation costs.
- When using Liberated Savings Account to install a card or pay for an effect, follow this sequence 1) announce the card/effect; 2) pay the price (this is when you trash Liberated Savings Account); 3) place the card in the trash/archives; 4) perform the effect.
- "You may use this ability whenever..." means you can use Liberated Savings Account at the specified times in addition to the normal times that special effects can be used.

Lifesaver™ Nanosurgeons

- If some effect prevents the damage (e.g., Shield), you cannot use Lifesaver Nanosurgeons to draw cards.
- The damage must happen DURING one of your last three actions; you can't activate the drawing effect of Lifesaver Nanosurgeons using damage that occurs between actions or as a start-of-turn or end-of-turn effect to fulfill the prerequisite condition.
- Lifesaver Nanosurgeons no longer has an erratum that inserts the word "successfully" before the word "damaged."

Loan from Chiba

- If you start the turn with no bits, there is no effect; this is a penalty you cannot pay.
- If an effect causes Loan from Chiba to leave play during the Corp's turn, you can pay the 10 bits to avoid losing the game, since this does not require an action.
- A player can choose the order in which start-of-turn effects generated by his or her cards occur; you can choose to lose the bit from Loan from Chiba before gaining bits from a start-of-turn effect.
- If you trash Loan from Chiba with misc.for-sale, the bits earned cannot be used to pay off the Loan.

Lockjaw

- If you use Joan of Arc to prevent the trashing of Lockjaw, you will not gain the benefit of +2 icebreaker strength.

Lucidrine™ Booster Drug

- You may use the bits from Lucidrine Booster Drug to pay for trashing nodes and upgrades accessed during that run.
- Preps and Operations go to the trash after they're fully declared (i.e., after all decisions are made) but before they're resolved; Lucidrine Booster Drug goes into the trash before any cards trashed as a result of the run and before the card you lose to the brain damage caused by Lucidrine Booster Drug.
- You don't take the brain damage until after the run is complete, so if you score enough agenda to win (or meet another winning condition such as trashing Nevinyrral), you never suffer the damage.

Lucidrine™ Drip Feed

- You only gain one action each turn from Lucidrine Drip Feed; the actions do not accumulate.
- The action gained from Lucidrine Drip Feed may be forgone to fulfill a penalty.

False Echo

- If the Runner activates False Echo and the Corp does not rez all of the ice on the fort, a third party can be used to verify that the Corp is not able to do so, but the Corp is not required to show the ice to the Runner.

Forged Activation Orders

- ERRATA Forged Activation Orders has no effect on a piece of rezzed ice; the card should say "Choose an unrezzed piece of ice."

Forward's Legacy

- There is no opportunity to jack out between the time you roll the die at the start of the run and the time you approach the first piece of ice installed on the fort.

Fubar

- See Hammer for notes on Noisy cards.
- The ability to choose the type of ice that Fubar breaks can only be used once during the "lifetime" of the program.
- Fubar's ability to select the type of ice that it breaks can be used any time an icebreaker can normally be used.

Garbage In

- For notes on Virus programs, see Boardwalk.
- Garbage In counters allow you to trash upgrades on R&D, as well as cards stored in R&D.

"Green Knight" Surge Buffers

- ERRATA Should say "Prevents up to 1 Net damage each turn."

Gremlins

- For notes on Virus programs, see Boardwalk.

Hammer

- You are not required to have Stealth cards in play in order to use Noisy cards; losing bits from Stealth cards is a penalty, not a cost.

Hell's Run

- ERRATA Should say, "If you use the bit, replace it from the bank at the start of your next turn."

Highlighter

- For notes on Virus programs, see Boardwalk.
- The additional cards accessed do not include cards installed in R&D.

HQ Interface

- Multiple HQ Interfaces provide cumulative effects.
- The additional cards accessed do not include cards installed in HQ.

HQ Mole

- Multiple HQ Moles provide cumulative effects.
- The additional cards accessed do not include cards installed in HQ.

Hunt Club BBS

- All choices about which and how many cards will be exposed are made before any of them are exposed.

I Spy

- Cards in the draw pile of R&D, the HQ hand, and the Archives are not installed, thus they are not exposed by the Spy counter.
- Counters of any kind, including virus counters, are not sufficient to maintain a subsidiary data fort. When the last card in or on the fort is removed, the fort collapses. When that happens, the counters no longer exist.
- The Spy counter is given as an "end-of-run" effect.

Imp

- See Afreet for notes on Daemons.

Incubator

- For notes on Virus programs, see Boardwalk.
- The Runner cannot choose to duplicate Virus counters given by Corp Virus cards (e.g., Pattel Antibody).
- The duplicate counter stays in the same location where it is duplicated.

Invisibility

- ERRATA Should say, "If you use the bit, replace it from the bank at the start of your next turn."
- See Cloak for notes on Stealth cards.

Jackhammer

- See Hammer for notes on Noisy cards.

Joan of Arc

- Joan of Arc can prevent the trashing of Mystery Box, and the program will still be installed.
- If you have Joan of Arc in play and you access two Chimeras in the same data fort, you access the first Chimera, sacrifice Joan in response,

the chance to play abilities before the encounter.

- If a card refers to the ice "on" the fort, it is referring to ice installed on the fort. Effects that modify or target ice "on" a fort cannot modify or target ice that Dr. Dreff forces the Runner to encounter.
- The Sleepy Ice says '...the cost to rez is reduced by 5..'. Dr Dreff says '...pay half of that card rez cost...'. Since the rez cost is the number shown on top right of a card (as explained on pages 11-12 of the rulebook), and only that, rez cost differs from 'cost to rez' which means 'if you want to rez, do that'. With Dr Dreff, the ice is not rezzed (it is just encountered), so you don't trigger the reduction of rez cost. The Sleepy text just affects efforts to rez the Ice, not 'pay bits equal to card's rez cost' in general.
- You can dreff Dumpster on the archives because Dumpster's restriction is on 'installation' only, and Dr Dreff does not install the Ice.

Dumpster

- See Vortex for Rulings on Deflector Ice.

Edgerunner, Inc., Temps

- The actions gained from Edgerunner, Inc., Temps may be forgone to remove Virus counters.

Emergency Rig

- You can play a second Emergency Rig on a piece of ice that already has Kludge counters on it to extend the number of turns it can remain in play. When the last Kludge counter is removed, each Rig's effect trashes the ice, so saving the ice would require using more than one prevention effect.
- The Kludge counters stay on the ice even if it is derezzed.
- You can play Emergency Rig on a piece of non-Kludged ice that is already rezzed; the ice will be trashed when the last Kludge Counter is removed.

Employee Empowerment

- The additional draw provided by Employee Empowerment is a start-of-turn effect separate from the normal draw; the Corp can draw one card and look at it before deciding whether or not to draw another card.

Encoder, Inc.

- See Data Masons for related rulings on effects that reduce rez costs.

Entrapment

- See Vortex for rulings on deflector ice.

Euromarket Consortium

- If a node that increases the Corp's hand size is trashed, the Corp's hand size is reduced immediately, but no discards are made until the end of the Corp's turn.

Executive Boot Camp

- You may not use the bits gained from Executive Boot Camp to pay for effects which must occur "at the start" of a run (e.g., Siren).

Executive Extraction

- See notes on Artificial Security Directors.

Experimental AI

- ERRATA Should read, "When Runner accesses Experimental AI, trash one program...."

Fetal AI

- The Runner may choose not to pay the 2 bits and not steal Fetal AI; Fetal AI is still considered to be accessed.

Fortress Architects

- See notes on Chester Mix.

Galatea

- For notes on morphing ice, see Caryatid.

Genetics-Visionary Acquisition

- See notes on Artificial Security Directors.

Glacier

- Dr Dreff acts with a 'rez cost' and only that. The 'rez cost' is the number shown in the upper right corner of the card. The agenda point is not concerned, because it is written in the text (technically speaking, it is not a part of a rez cost : it is just something subsequent to the fact of rezzing Glacier). Therefore, the Corp doesn't pay the agenda point with Dr Dreff, because Dr Dreff doesn't rez the ice.
- Security Purge says 'rez them, at no cost'. 'No cost' refers to the number in the upper right corner of a card. Security Purge doesn't let you get out of paying Glacier's agenda point cost. Note that Security Purge instructs you to install and rez the ice, which means you have to do so

if possible. If there are additional costs to install + rez, and you can pay them, you have to install + rez and pay those costs. I.e, if you've scored any agenda, and Security Purge turns up Glacier, you have to install + rez Glacier, and therefore spend 1 of your agenda points.

Government Contract

- Bits gained from Government Contract cannot be used to pay a cost noted as being "above the rez cost."
- Since Dr. Dreff does not rez ice, you cannot use Government Contract bits to pay for Dreffing ice.

Hacker Tracker Central

- ERRATA Should say "trace value," instead of "trace strength."

Haunting Inquisition

- If the Runner somehow suffers the first subroutine more than once (for example, it was doubled by Ice Transmutation), the effects apply in parallel, not serially. For example, running into a transmuted Inquisition only affects the Runner's next six actions, not her next twelve.
- The "six actions" to which Haunting Inquisition refers must consist of actions the Runner actually takes; they cannot be actions that were somehow gained but not taken nor actions that have been forgone.

Homing Missile

- Homing Missile's strength can be modified by other effects, such as Antiquated Interface Routines. Effects that modify Homing Missile's strength do not modify the trace limit.

Hunting Pack

- If Dr. Dreff forces the Runner to encounter Hunting Pack, the ice is not installed anywhere and therefore there is no ice "installed outside" it; Hunting Pack will not have any subroutines.

Ice Transmutation

- If the Corporation scores Ice Transmutation and uses it on a piece of ice that is subsequently derezzed but not removed from play, the ice remembers that it was affected by Ice Transmutation. If that same card is uninstalled or trashed and later replayed, it does not remember the change.
- This effect doubles all subroutines provided by the ice itself, even those that are generated after Ice Transmutation takes effect. It will not double subroutines provided by other abilities; for example, two Ice Transmutations don't double the subroutines the other Transmutation provides. However, it will double subroutines that are not actually printed on the card; for instance, Ice Transmutation will repeat the subroutines generated by the card text on Minotaur (note that this is a reversal of a previous ruling).

Iceberg

- The Corp may purchase as many subroutines as it wishes and can afford.

Indiscriminate Response Team

- Indiscriminate Response Team is used after a successful run has ended. So if Indiscriminate Response Team is trashed during the run it can no longer be used.

Investment Firm

- You can put 2 bits on each Investment Firm for each bit that you choose not to add to your pool.
- The bits may come from any source. "Note that you don't spend bits to put bits on Investment Firm, but modify whatever effect is putting bits into your pool. So restrictions on spending those bits don't apply. Therefore, you can convert normally-specialized bits into Investment bits."

Jack Attack

- The Runner may no longer choose to jack out, but effects which end the run still work.
- As with any "you cannot do this" effect, this effect prohibits the Runner from jacking out at all, even through effects such as Smarteye or Speed Trap.

Jenny Jett

- ERRATA Jenny Jett should say "Whenever the Runner passes the last piece of ice on this fort or declares a run on it when it has no ice,..." rather than referring to "successful runs."
- If the run is being made on a fort other than the one from which cards are to be accessed, Jenny Jett may be used if she is installed in the fort on which the run is being made. If Jenny were installed in the fort from which cards are to be accessed, she could not be used. So if you want Jenny to defend you from Shredder Uplink Protocol, you need to install in her in the

Dropp™

- ERRATA Should say, "[0] Break all subroutines of a piece of ice, and end the run." Delete the rules text "Using Dropp ends your run."
- You cannot use Startup Immolator after using Dropp to break the subroutines of a piece of ice because Dropp ends the run before the Runner can choose to use Startup Immolator.
- Dropp ends the run after the Runner finishes the piece of ice he or she was encountering when it was used. The subroutines are broken, but the ice is not successfully passed; game effects triggered by "passing" ice are not triggered by breaking subroutines with Dropp.
- Crystal Palace Station Grid will force you to pay an extra bit to break each subroutine on a piece of ice; if you cannot pay for all of the subroutines, you cannot use Dropp to break them.
- You cannot use Pattel's Virus after using Dropp to break the subroutines of a piece of ice because Dropp ends the run before it can be considered successful.

Edited Shipping Manifests

- If you want to prevent the tag given by Edited Shipping Manifests, you cannot pay for the tag prevention effect (e.g., Nasuko Cycle) using the bits from that Edited Shipping Manifests. Since the Runner must process a card's effects in order, he or she does not get the ten bits until after the tag is given.
- If the run is successful and the Corp has no bits, the Runner accesses cards as normal.

Elena Laskova

- Each time you play a prep, you can use Elena Laskova, unless the prep generates multiple sequential effects (like Playful AI). All 'simple effect' (or 'one shot' effect) preps are always affected during all the game. The unaffected preps would be then Playful AI (only the first dice rolled would give one extra bit, if any), misc for Sale (only the first card trashed would give 4 bits), Organ Donor (only the first card trashed would give 3 bits), Reconnaissance (only the first ice rezzed would give 2 bits). If you keep cycling the same Organ Donor over and over again, Elena Laskova gives one more bit each time you play that Organ Donor, etc.
- The extra bit has the same restrictions (if any) as the base bits, a la Bioweapons Engineering (Cinderella would give 3 unpreventable meat damage). Lucidrine Booster Drug would give then 10 'Lucidrine' bits, usable only during the run. With Hijack, you would get 4 bits, that you would have to give back to the bank if not spent.

Emergency Self-Construct

- For the remainder of the game, you lose one of your actions each turn; if some effect gives you additional actions (e.g, Quest for Cattekin), you would still have the benefit of the additional actions. The "three actions per turn, instead of four part" refers to your base actions only.
- Emergency Self-Construct cannot prevent meat damage that is marked unpreventable (e.g., Cinderella).
- You can't use prevention effects unless you have something to prevent, so you can't activate Emergency Self-Construct without being flatlined.
- Each activation of Emergency Self-Construct sets the Runner's base actions to 3 per turn. You can hit the ESC key as many times per game as you like, and each time your base actions per turn will be set to 3.

Enterprise, Inc., Shields

- You can use it multiple times for large lumps of damage, but you cannot hold over the damage prevention; each source of damage must be paid for separately.

Eurocorpse™ Spin Chip

- The icebreaker inside Eurocorpse Spin Chip has all the benefits and drawbacks of any other installed icebreaker (e.g., it can be trashed by killer ice subroutines).

Executive Wiretaps

- The additional cards accessed do not include cards installed in HQ.

Fait Accompli

- For notes on Virus programs, see Boardwalk.
- Counters of any kind, including virus counters, are not sufficient to maintain a subsidiary data fort. When the last card in or on the fort is removed, the fort collapses. When that happens, the counters no longer exist.

Cloak

- ERRATA Should say, "If you use any of the bits, replace them from the bank at the start of your next turn."
- If bits are removed from a Stealth card because the Runner uses a Noisy card (and not because they're being spent), those bits get replaced at the beginning of the next turn.

Clown

- Ice can have a negative strength.
- Clown is cumulative; if a Runner has two copies of Clown installed, all ice is encountered with its strength reduced by 2.

Cockroach

- For notes on Virus programs, see Boardwalk.

Corolla Speed Chip

- ERRATA Should say, "If you use the bit, replace it from the bank at the start of your next turn."

Crash Everett, Inventive Fixer

- When City Surveillance is in play, you must take a tag or pay [1] for the additional card you draw.
- If you trash the extra card, you can't put it on Microtech Backup Drive, because the card is not installed (as specified by Microtech Backup Drive).

Credit Subversion

- You can only activate one Credit Subversion each run before it is no longer "immediately after a successful run on HQ."

Crumble

- For notes on Virus programs, see Boardwalk.
- Crumble counters allow you to trash upgrades on HQ, as well as cards stored in HQ.

Custodial Position

- The additional cards accessed do not include cards installed in R&D.

Death from Above

- The Corp can rez nodes and upgrades before the run is considered successful; for instance, Dr. Dreff can throw ice in front of the Runner before the Runner can activate Death from Above.
- If you trash cards that you don't see, and you play a card that provides a bonus or effect that depends on what card was trashed, (cf. On the Fast Track), you can ask the Corp if you trashed the appropriate type of card, but you may not look at the trashed cards or the Archives to verify this. If necessary, you can ask a third party to verify the Corp's answer.
- When Death From Above meets New Galveston City Grid, the "normal cost to trash" the cards in the fort becomes the cost of DFA's effect, so the Runner must still pay the additional 2 bits per node and other upgrades installed inside the fort. If the Runner can't pay the cost for ALL of the nodes and other upgrades, the Runner cannot use DFA's effect. The Runner only has to pay for upgrades or nodes that have been rezzed or exposed.

Deep Thought

- For notes on Virus programs, see Boardwalk.

Demolition Run

- If you also have Armageddon installed, you may not give a Doom counter AND trash the rezzed ice on the fort; you must do one or the other (see notes on Armageddon).

Dermatech Bodyplating

- ERRATA Should say "Prevent up to 1 meat damage each turn."

Disgruntled Ice Technician

- Ice with no subroutines on it (e.g., Hunting Pack as the only ice on a fort) can be considered to have had all of its subroutines broken.
- You cannot use Disgruntled Ice Technician to derez the ice after using Dropp to break the subroutines on that ice.

Disintegrator

- Ice with no subroutines on it (e.g., Hunting Pack as the only ice on a fort) can be considered to have had all of its subroutines broken.
- You cannot use Disintegrator to derez the ice after using Dropp to break the subroutines on that ice.

"Drifter" Mobile Environment

- ERRATA Should say, "If you use any of these bits, replace them from the bank...."
- You can use the bits only for tag removal, not for activating card effects that result in tag removal (e.g., you can't use these bits to activate Nomad Allies).

Archives; Jenny in HQ can't help you against Shredder.

- Since Jenny Jett "installs" ice, that ice is affected by effects, that modify the normal cost(s) to install ice.

Jerusalem City Grid

- See notes on Data Masons.

Lesley Major

- ERRATA Lesley Major should say "Use this ability only when Runner passes the last piece of ice on this fort or declares a run on it when it has no ice,...."

Lesser Arcana

- For notes on morphing ice, see Caryatid.

Lisa Blight

- Cards are trashed face-down.

Management Shake-Up

- Yes, you can add all of the advancement counters to the same card.
- The advancement counters do not come from your bit pool; bits and advancement counters are not the same.

Marcel DeSoleil

- Cards are trashed face-down.

Marine Arcology

- In order to get the benefit of Marine Arcology, you must have two actions immediately available to you; actions must be consecutive and they must all be spent on the same turn.

Marionette

- If an effect (e.g., Rio de Janeiro City Grid) ends the run after the Runner has passed Marionette but before the Corp deals with the "pay or uninstall" effect, the Corp does not have to deal with the effect.

Mastermind

- If Dr. Dreff forces the Runner to encounter Mastermind, the ice is not installed anywhere and therefore there is no ice "installed outside" it; Mastermind will do zero brain damage and will receive no bonuses to its strength from the number of layers of ice installed on the fort in which it is encountered.

Minotaur

- If Dr. Dreff forces the Runner to encounter Minotaur, the ice is not installed anywhere and therefore there is no ice "installed outside" it; Minotaur will not have any "*End the run" subroutines.

Namatoki Plaza

- If Namatoki Plaza leaves play, deal with the effects immediately.
- If this card is trashed, leaving the fort with too many nodes and/or agendas, the Corp chooses which of those cards are trashed.

Networked Center

- See notes on Artificial Security Directors.

New Galveston City Grid

- When the Runner trashes multiple cards in a fort, all of them are trashed at the same time; thus, New Galveston City Grid still increases the cost of everything else being trashed. The only benefit of sequential trashing is that the Runner can determine the order in which the cards hit the Archives.

Newsgroup Taunting

- The Corp cannot rez Newsgroup Taunting at the start of a run; to force the Runner to pay the extra bit, Newsgroup Taunting must already be rezzed when the Runner declares the run.

Obfuscated Fortress

- All bits that you spend during the run count against your limit, regardless of the source of those bits.
- At the start of a run on an Obfuscated Fortress, the Runner may "announce" a number of bits greater than the amount currently in his or her bit pool. During this run, the Runner may spend bits from sources other than the Runner's bit pool (e.g., he or she may use bits from Stealth sources or from Hidden resources). When the run is complete, if the Runner did not spend all of the bits that were previously announced, Obfuscated Fortress will cause the Runner to lose only bits that are in his or her bit pool; bits on his or her installed cards cannot be lost in this manner.
- Obfuscated Fortress generates a start-of-run effect that can be processed with other start-of-run effects. In the event that an Obfuscation

takes place at the beginning of a run on a fort containing Obfuscated Fortress, and the run on that fort is then redirected (i.e., by Siren), then the Obfuscation remains in effect. However, if the run continues on another fort that contains an Obfuscated Fortress (and it is still the start of the run), the Runner may redeclare the number of bits he or she will spend on the run, and the previous declaration is no longer in effect.

Olivia Salazar

- Olivia cannot rez ice that Dr. Dreff causes the Runner to encounter, since Olivia only affects "installed" ice.
- Multiple Olivia Salazars would enable the Corp to rez more than one piece of ice in a fort for half cost, but could not be used in multiples on the same piece of ice in the same run; the first Olivia would rez the ice, and the others would get there too late.

Omni Kismet, Ph.D.

- The Corp can use Omni Kismet, Ph.D.'s special effect after the Runner has activated Smarteye to expose a piece of ice, switching the exposed ice for a piece of concealed ice, which the Runner cannot expose.

Omniscience Foundation

- The effect only occurs if Omniscience Foundation is in play at the end of the turn.

Pacifica Regional AI

- ERRATA Add to the ability line "Use this ability only during your turn." Neither player can use effects to gain actions during the other player's turn.

Pattel Antibody

- If Pattel Antibody has been installed and is accessed from a subsidiary data fort, the Corp must rez it for it to take effect (as a result, the Runner may activate Speed Trap in response and escape its effects).
- You can pay the 3 bits only once each time the Runner accesses Pattel Antibody.
- Pattel counters are not removed when the Corp forgoes actions to remove Virus counters. According to R&D, the Corp viruses aren't removed when the Corp forgoes actions because that text isn't on the Corp virus cards.

- Remember that the strength of ice and icebreakers does not bottom out at 0; it can go negative. For example, if the strength of an icebreaker is reduced to less than 0, the Runner will indeed have to pay to increase its strength to use it on 0-strength ice.

Pavit Bharat

- Yes, Pavit Bharat uninstalls himself too.
- ERRATA Pavit Bharat should say "Rez Pavit Bharat only when Runner has passed the last piece of ice on this fort or declared a run on it when it has no ice."

Please Don't Choke Anyone

- When any effect owned by the Corp does preventable damage, Please Don't Choke Anyone can prevent that damage to gain a PDCA counter (e.g., the Corp could prevent the damage done by a Mastiff counter to gain a PDCA counter).
- The Runner has the opportunity to prevent damage before the Corp can use Please Don't Choke Anyone to prevent that damage to gain a PDCA counter. If the Runner prevents it, then it is not successful and no counter is given.

Power Grid Overload

- The Corporation chooses the order in which the Runner's hardware cards hit the Runner's trash pile. Any effects caused by the trashing of those cards (for example, the Runner's having to trash programs due to reduced MU after memory chips have been trashed) are handled only after all those cards are trashed.

Priority Requisition

- "At no cost" does not cover additional "above the rez cost" costs (cf. Caryatid or Digiconda), since these are not part of the rez cost. "At no cost" means you waive the normal bit/action cost for whatever the action is, as well as any special costs listed in the text; all outside penalties still apply.

Project Babylon

- The Runner only scores 1 agenda point for stealing Project Babylon, regardless of the number of advancement counters on it.

Project Consultants

- Yes, you can add all of the advancement counters to the same card.

was used, even if you would have avoided the trace without the link the Back Door provided.

Baedeker's Net Map

- See Access through Alpha for notes on base links.

Bakdoor™

- See Access through Alpha for notes on base links.

Bargain with Viacox

- On a 6, if the card revealed is a Hidden Resource, reveal the card to the Corp, then install it face down.
- On a 6, if the card can't be played (e.g., it is a prevention effect with nothing to prevent) or if you cannot pay the costs associated with playing the card, it stays in your hand; you must pay the costs if you can. You still have to reveal it to the Corp.
- The action gained from Bargain with Viacox may be forgone to fulfill a penalty.

Blink

- If you fail to break a subroutine with Blink, you may use another icebreaker to break the subroutine. The other icebreaker can be another Blink.
- On a 1, 2, or 3, the attempt to break the subroutine fails.
- You can break subroutines in any order you want. Any unbroken subroutines affect you in the order listed on the card.

Boardwalk

- If a Virus program is trashed, any corresponding Virus counters stay in play; the Corp will still have to forgo three actions to remove their effects.
- Virus counters are given if the run is successful, but not until the end of the run.
- The Corp cannot choose to keep some Virus counters.
- The Corp may forgo actions to remove Virus counters anytime that special effects can be used.
- Viruses that say, "Every X counters have this effect," have their entire effect all at once, rather than once for every X counters the Corp has. In this case, the Corp shows you all of the cards at once, so there's no chance of seeing the same card over and over again.

Bodyweight™ Data Creche

- You may make the extra run after a successful run using the extra action provided by Wilson, Weeflerunner Apprentice; there is no limit on the number of bits you can use during the Bodyweight Data Creche run.
- Since, the bonus run granted by Bodyweight Data Creche does not happen in the context of an action, it does not occur "during" an action and is not prohibited by the first subroutine on Haunting Inquisition. This means that you could use the bonus run right after a (successful) run in which you become Haunted.

Broker

- If you have multiple Brokers out, you can use each one during a turn. Each Broker refers only to itself.

Bulldozer

- See Hammer for notes on Noisy cards.
- Ice with no subroutines on it (e.g., Hunting Pack as the only ice on a fort) can be considered to have had all of its subroutines broken.

Butcher Boy

- For notes on Virus programs, see Boardwalk.

Cascade

- For notes on Virus programs, see Boardwalk.
- The cards are trashed from the top of R&D.

Chiba Bank Account

- Using each Chiba Bank Account is a separate effect, and that effect must be completely resolved before any other effect can take place.
- You can use Chiba Bank Account to pay for installation costs.
- When using Chiba Bank Account to install a card or pay for an effect, follow this sequence 1) announce the card/effect; 2) pay the price (this is when you trash Chiba Bank Account); 3) place the card in the trash/archives; 4) perform the effect.
- "You may use this ability whenever..." means you can use Chiba Bank Account at the specified times in addition to the normal times that special effects can be used.

the icebreaker's strength is only reduced by 1. When checking for penalties, the Runner only checks to see where the icebreaker is immediately installed.
- You can install one daemon inside another.
- If an effect (e.g., Viral Breeding Ground) returns a daemon to the Runner's hand, the programs installed inside it are trashed; there is currently no effect in the game that can prevent this trashing.
- You can't install part of a program in a daemon.

AI Boon
- ERRATA Change strength from "*" to 0. Main card text should read "At the start of each run, roll a die and add the result to AI Boon's strength for that run."
- If you have an AI Boon with Shell counters on it (cf. The Shell Traders), you can pay the bits to remove the counters and install it in the middle of a run, whenever special effects may be used by the Runner. If you do this, AI Boon is considered to have a default strength of zero - you only roll for its strength at the start of each run. Remember that the Runner cannot react to the Corporation's rezzing of an ice card by using his or her own special effects.
- There is no opportunity to jack out between the time you roll the die at the start of the run and the time you encounter the first piece of ice installed on the fort.

All-Hands
- The additional cards accessed do not include cards installed in HQ.

Arasaka Owns You
- Playing Arasaka Owns You during a run does not end the run.
- If you are flatlined by unpreventable damage, you cannot play Arasaka Owns You. Any prevention effect is also a condition for play.

Arasaka Portable Prototype
- ERRATA Should say, "If you use any of the bits, replace them from the bank at the start of your next turn."

"Armadillo" Armored Road Home
- ERRATA Should say, "If you use any of the bits, replace them from the bank at the start of your next turn."

Armageddon
- For notes on Virus programs, see Boardwalk.
- If you make a successful run on R&D using Demolition Run, you may not give a Doom counter AND trash the rezzed ice on the fort; you must do one or the other. If you have more than one "you may do A instead of B," then you can do as many or as few A's as you like whenever B would have happened. However, if B never would have happened, then you can't do any of the A's. Demolition Run means that you never would have accessed cards, so you can't use Armageddon, or related effects.
- Each time you would access cards, you can use as many Armageddons as you like.
- You can give the Corp a Doom counter even if the number of cards you would have accessed has been reduced to zero or less.
- Each time the Corp installs a card, each counter produces a separate effect, but the Corp must roll dice equal to the number of Doom counters in play. If any 6s are rolled, the card is trashed. For each 6 rolled, the Corp removes a Doom counter. This means that more than one Doom counter could be removed with a single installation.

Artemis 2020
- ERRATA Should say, "If you use any of the bits, replace them from the bank at the start of your next turn."

Aujourd'Oui
- When City Surveillance is in play, you don't have to take a tag because Aujourd'Oui doesn't say draw.
- See N.E.T.O. for Rulings on costs.

Back Door to Hilliard
- See Access through Alpha for notes on base links.

Back Door to Orbital Air
- See Access through Alpha for notes on base links.

Back Door to Rivals
- See Access through Alpha for notes on base links.
- You gain a bit after any successful trace avoidance during which Back Door to Rivals

- The advancement counters do not come from your bit pool; bits and advancement counters are not the same.

Puzzle
- The trashing effect of Puzzle is triggered because Runner has encountered the ice. So even if Puzzle is derezzed at the end of run, it 'remember' the fact that it must be trashed, and so ends ist days in the Archives. Simply derezzing a piece of ice doesn't wipe out any effects that would apply to it, even if they're internal effects like imploding at end of turn.

Red Herrings
- If the Runner is using an effect that allows the trashing of any card (e.g., Kilroy Was Here), Red Herrings does not prohibit a Runner from trashing an agenda.

Remote Facility
- The action is gained immediately (e.g., if the Corp rezzes Remote Facility after its third action, it can take a fourth action).
- If, during the Corp's turn, the Corp trashes Remote Facility prior to using the extra action it provides, the extra action is lost. When a card states that you will get an extra action per turn, you must declare when you use it. If something trashes a Remote Facility during the Corp's turn and the Corp has not declared that it had used the Remote Facility's extra action, the action is lost. In 'formal' play, it's not assumed that the first action taken is the bonus action.

Rent-to-Own Contract
- The effect ends when the last counter is removed; this should be considered errata for Rent-to-Own Contract.

Research Bunker
- See notes on Artificial Security Directors.

Riddler
- The Corp may purchase as many subroutines as it wishes and can afford.

Rio de Janeiro City Grid
- The Corp still rolls for Rio even if effects allow the Runner to pass a piece of ice "automatically" (e.g., Inside Job).

Roadblock
- If a 6 is rolled, the Runner ignores Roadblock's subroutines.

Roving Submarine
- ERRATA "This fort may be run only if you installed a card or added an advancement counter to a card inside or on this fort during your last turn."
- Cards installed during the Runner's last turn (e.g., with Pavit Bharat) do not allow the fort to be run.

Rustbelt HQ Branch
- If a node that increases the Corp's hand size is trashed, the Corp's hand size is reduced immediately, but no discards are made until the end of the Corp's turn.

Security Net Optimization
- The fort gives the bonus to ice installed on it before and after Security Net Optimization is scored.

Security Purge
- "At no cost" does not cover additional "above the rez cost" costs (cf. Caryatid or Digiconda), since these are not part of the rez cost. "At no cost" means you waive the normal bit/action cost for whatever the action is, as well as any special costs listed in the text. All outside penalties still apply, so the Purge still has to account for Restrictive Net Zoning and similar cards.
- If the Corp scores Security Purge when there are fewer than three cards left in R&D, the Corp shows as many cards as there are in R&D to the Runner and fulfills as much of the Purge effects as possible; since the effects do not require the Corp to "draw" the cards, the Corp player cannot lose the game by scoring this agenda.
- Security Purge says 'rez them, at no cost'. 'No cost' refers to the number in the upper right corner of a card. Security Purge doesn't let you get out of paying Glacier's agenda point cost. Note that Security Purge instructs you to install and rez the ice, which means you have to do so if possible. If there are additional costs to install + rez, and you can pay them, you have to install + rez and pay those costs. I.e, if you've scored any agenda, and Security Purge turns up

Glacier, you have to install + rez Glacier, and therefore spend 1 of your agenda points.

Self Destruct
- In order to be used Self Destruct has to be rezzed before the Runner decides to access cards. When the Runner accesses Self Destruct it can be trashed to use its effect. The Runner has to survive the effect before he can trash any card in the fort or score any agenda. If a card is trashed by Self Destruct it goes to the archieves before the Runner can trash or score it.

Setup!
- If Setup! has been installed and is accessed from a subsidiary data fort, the Corp must rez it for it to take effect (as a result, the Runner may activate Speed Trap in response and escape its effects).

Shock.r
- The Runner may not choose to jack out, but effects which end the run still work.
- If the Runner does not encounter any more ice on the fort, the Runner may not jack out for the remainder of the run.

Simon Francisco
- ERRATA Should read "When accessing cards in this data fort, access one less card stored in this data fort." The ability is not triggered by accessing Simon.
- Simon Francisco does not prohibit you from accessing installed cards.

Siren
- Siren can reroute a run that was initially specified as being on one fort, but can't route you into making an illegal run, such as running on Roving Sub illegally. This means that you will run on the Siren fort regardless of what your prep, resource, or program says you're going to run on.
- If the Runner plays an effect, such as Custodial Position, that allows the Runner some bonus based on a successful run on a particular fort, and Siren reroutes that run to a different fort, the Runner does not gain the bonus.

Skalderviken SA Beta Test Site
- See notes on Data Masons.

South African Mining Corp
- In order to get the benefit of South African Mining Corp, you must have three actions immediately available to you; actions must be consecutive and they must all be spent on the same turn.

Sphinx 2006
- For notes on morphing ice, see Caryatid.

Sterdroid
- Sterdroid can double the strength of an ice that is not installed on the same fort.

Subsidiary Branch
- Barring interaction from other cards, the Corporation will have four actions per turn for the remainder of the game, including during the turn in which Subsidiary Branch is scored.

Sumo 2008
- For notes on morphing ice, see Caryatid.

Syd Meyer Superstores
- ERRATA "A[ction], trash a piece of rezzed ice Gain 4"

Systematic Layoffs
- Yes, you can add both advancement counters to the same card.
- The advancement counters do not come from your bit pool; bits and advancement counters are not the same.

Team Restructuring
- When the Corporation plays Team Restructuring, we cannot put both advancement counters on one card.
- The advancement counters do not come from your bit pool; bits and advancement counters are not the same.

Theorem Proof
- If the Runner chooses to install Theorem Proof as a program it is not considered stolen. So you can't play Trojan Horse afterwards.
- Bizzare Encryption Scheme can not prevent the Runner from installing Theorem Proof as a program. But if the Runner does not install it and it is still in the fort at the start of the next Runner turn the Runner scores Theorem Proof without having to install it.

TRAP!
- If TRAP! has been installed and is accessed from a subsidiary data fort, the Corp must rez it for it to take effect (as a result, the Runner may activate Speed Trap in response and escape its effects).
- You can pay the 4 bits only once each time the Runner accesses TRAP!

Trapdoor
- See Vortex for Rulings on Deflector Ice.

Tutor
- Tutor does not modify itself, unless the Runner encounters it again later in the run (cf. Vacuum Link).

Twisty Passages
- If an effect (e.g., Rio de Janeiro City Grid) ends the run after the Runner has passed Twisty Passages but before the Corp deals with the "pay or uninstall" effect, the Corp does not have to deal with the effect.

Underworld Mole
- The resource is trashed before the tag is given; if the Corp trashes a tag prevention resource (e.g., Fall Guy) with Underworld Mole, that resource cannot be used to prevent the tag.

Vacuum Link
- If there aren't enough pieces of ice on the fort, the Runner simply returns to the outermost piece of ice. This might be Vacuum Link itself.

Vapor Ops
- The Corporation can use this special function at the same time it can rez a card.

Viral 15
- The Runner chooses the program(s) to be trashed.

Viral Breeding Ground
- If Viral Breeding Ground returns a daemon to the Runner's hand, the programs installed inside it are trashed; there is currently no effect in the game that will prevent the trashing of these programs.
- Any advancement counters on Viral Breeding Ground are not considered Virus counters; they're just advancement counters that happen to be on a Virus card.

Virus Test Site
- If it is installed and rezzed, Virus Test Site does 2 Net damage per advancement counter on it; if it has no advancement counters on it, it does 1 Net damage. It must be rezzed to do 2 Net damage per advancement counter; if it has advancement counters, but the Corp chooses not to rez it, it still does 1 Net damage.

Vortex
- If you are rerouted by a deflector subroutine, you cannot jack out until after the encounter with the ice. If there is no ice you may jack out before accessing cards in the fort.

Washington, D.C., City Grid
- See notes on Artificial Security Directors.

Weapons Depot
- See notes on Artificial Security Directors.

World Domination
- The Runner only scores 3 agenda points for stealing World Domination, regardless of the number of advancement counters on it.

RUNNER

Access through Alpha
- You must establish a base link value by paying the base link cost on whatever gives you link, before you can pay to increase the link. You can only use a single source for base link, and if that source also allows you to increase your link, you may use that source as much as you can afford. If you have other means to increase your link besides another base link, you may use that as well.

Access to Arasaka
- See Access through Alpha for notes on base links.

Access to Kiribati
- See Access through Alpha for notes on base links.

Afreet
- Once a program is installed in a particular place you can't move it around. Programs that are already installed may not be placed inside a daemon that comes into play later in the game.
- If the Runner has an icebreaker installed in an Imp, and the Imp is installed inside an Afreet,